

## IMPERIAL GUARD

The Imperial Guard's strength is in their numbers. The Imperial Guard's strength depends on the need to hold their enemies back from closing with their tanks in the rear. This is done by deploying a shield of Guardsmen in front of the line, who can close in on, destroy or hold back an enemy onslaught capable of doing a great deal of damage to the tanks if they can break through the line. The formation of men in the front and tanks at the back ensures that the tanks can take advantage of the long firing range of their guns, using the men's sight radius to gain a tactical superiority.

With the exception of their leader units and their Ogryn squads, the Guard lack any hand-to-hand specialists. Thus, the average Guardsman is no match for an Ork or Chaos Space Marine. But what they lack in melee ability, they more than make up for in ranged firepower. Both in weight of firepower and the strength of their heavy weapons, the Guard excel at stopping enemies before they come within assault range.



Given the reliance on men, it is natural that Morale plays a key part with the Imperial Guard, more so than any other race. The basic Guardsmen suffer from a dispirited calling, and once broken their morale can be a significant weakness. They can suffer the accuracy penalties even more than the other races. To combat this, the Guard have access to a larger number of leader units who imbue morale bonuses to squads. An Imperial Guard army who has a well managed distribution of leaders can theoretically never break down. This is the goal when using the Imperial Guard; create an almost impregnable line of firepower and drown the enemy in a hail of ranged weapons.

## IMPERIAL GUARD UNITS

The Imperial Guard has a number of unique units, making them especially lethal in large numbers. Listed below are the specific capabilities of each unit, with the units listed in order from least powerful to most powerful.

### TECHPRIEST ENGINEERS

Imperial Guard strategy dedicates their forces to a fight with the expectation of a long stay. With a focus on defensive structures and tanks, this requirement expands the purpose of the builders beyond what a basic Servitor can provide. Techpriest Engineers are used primarily for construction, but can also make quick repairs in the heat of battle. The Engineer's exoskeleton allows them to take far more punishment than the average builder.



### GUARDSMEN SQUAD

As the basic troop choice these units are the workhorse of the Imperial Guard. As they are able to be equipped with a large number of assault weapons, the Guard make up for their lack of accuracy with sheer firepower, and a will (no matter how imposed) to always take one step forward.



### KASRKIN SQUAD

Highly trained Elite Guardsmen, these troops have seen a great deal of combat and understand how best to deal with enemy Heavy Infantry squads. They're often used to strike swift and decisive assaults on an enemy's flank to break their charge or weaken their resources.

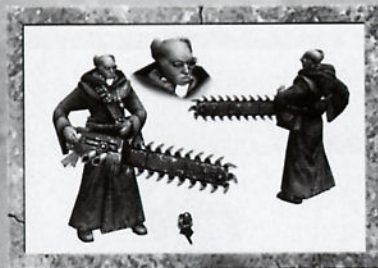






#### OGRYN

Giant mutant like creatures, Ogryns make up for their obvious lack of intellect with sheer strength and brutality. Because of their inability to deal well with complex weapons, Ogryns carry Ripper guns which are simple yet effective both at ranged and in melee. A full squad of Ogryns can be just as devastating as a Dreadnought in close combat!



#### PRIEST

Fanatical religious devotees, Priests administer rituals to the rank and file Guardsmen, ensuring their spirits are up to the task of war. They inspire a reckless disregard for safety in any squad they're attached to and greatly increase morale. They can also temporarily whip a squad of Guardsmen into berserker fury that allows them to shrug off any wounds.



#### SANCTIONED PSYKER

Psykers are capable of utilizing terrible psychic powers, including hurling chained lightning and destroying the minds of individual targets to destroy the enemy. Unfortunately Psykers are weaker than most and often suffer drastic consequences when using their powers. Guardsmen are well advised to avoid Psykers since they have a tendency to explode.

#### VINDICARE TEMPLE ASSASSIN

Solitary warriors who are often distrusted by the ordinary men and even seasoned Commanders, these bio-enhanced killers are the ultimate tool in wet work and secrecy, highly skilled in any number of weapons and honed at working alone deep within enemy lines. So capable are they at Infiltration work, even the most aware Commanders cannot pick them out until it is too late. They are greatly feared by enemies because of their ability to kill them with a single head shot from incredible distances.



#### COMMISSAR

Commissars are tasked with ensuring that the job gets done, regardless of the cost. They inspire fear and loyalty in any squad they are attached to, since they imbue an exceptionally strong morale by their presence alone.

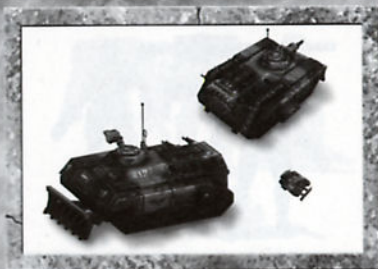


#### IMPERIAL GENERAL AND THE COMMAND SQUAD

As the General of this Imperial Guard army, he's tough as nails and his leadership separates the men from the boys. But when backed up with other leader units, they form an impregnable Command Squad. Customize the strengths provided by your Command Squad. For a group that's incredibly effective at Psychic powers include some Psykers. Or for a Fanatical powerhouse, add a few Priests. Choose the leader unit with the ability to supplement and complement your strategy.

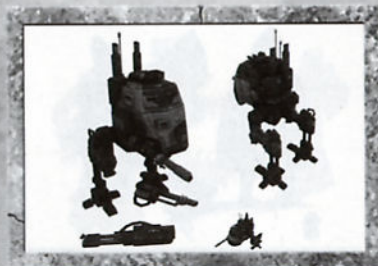






### CHIMERA

Fast and well armored, the Chimera is equipped with enough basic weaponry to provide for an effective defense for squads while it is transporting them to the front lines.



### SENTINEL

Fast and fairly agile, these walkers can be used to raid enemy resources as well as provide for valuable scouting information. Sentinels also have the ability to uncapture enemy strategic points, but lack the ability to recapture them.



### BASILISK

The Basilisk, with its Earthshaker cannon, is able to launch projectiles incredible distances, devastating enemy infantry and emplacements with its barrages. The Basilisk is one of the most powerful artillery weapons in the game. The drawback to the incredible range and power is their slow movement and long setup times. The Basilisk also has the ability to fire the devastating Earthshaker Round which lays waste to entire squads. This ability comes at a price, costing requisition and power resources to fire.

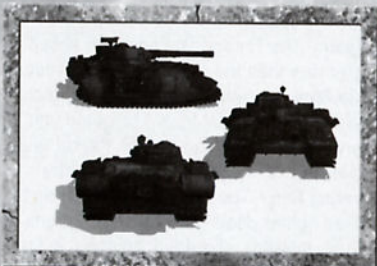
### HELLHOUND

Outfitted with a turret mounted Inferno Cannon which can spout forth huge streams of fire, this Chimera variant instills fear into the hearts of even the most stalwart foes. Pyromaniac gunnery crews are often found modifying the fuel output of their Cannons to give them even more fire power. Such practices are greatly frowned upon, as such modifications make these rolling gastanks even more prone to disastrous internal explosions.



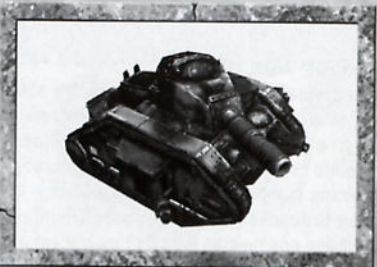
### BANEBLADE

The Baneblade is the ultimate Imperial Guard weapon. As one of the oldest Imperial Tanks still in use, it is battle-tested and a proven element of war. With its nearly impenetrable hull and equipped with no less than 11 heavy weapons, these tanks are so powerful that they have the ability to defeat entire armies.



### LEMAN RUSS

The Leman Russ Battle tank is the most commonly found tank in Imperial Guard regiments. Its simple construction and battle-tested design have allowed the Leman Russ to stand the test of time better than most armoured vehicles. Armed with a battle cannon and twin-linked heavy bolters on its side sponsons, the Leman Russ' weaponry and heavy hull armor make it the perfect heavy support vehicle for the front lines.





## IMPERIAL GUARD SPECIAL ABILITIES

The Imperial Guard units have a wide variety of special abilities that they can use to turn a battle their way. Most abilities are focused on the Leader units, who are able to imbue and strengthen even the most basic Guardsman to become a powerful fighter when it is needed most.

### LEADER ABILITIES

**Fanaticism** – Priests are so imbued with faith for the Emperor that their sheer presence compels those nearby to believe, making them temporarily invulnerable to damage and immune to morale-breaking weapons.

**Lightning Arc** – Sanctioned Psykers are able to hurl lightning from their fingers, consuming and bouncing through enemy squads.

**Righteous Fury** – Priests are able to greatly bolster the courage and resilience of any squad they are attached to. They do not break and flee easily and they fight through the pain of wounds.

**Repair** – The Techpriest Engineer is capable of repairing damaged vehicles at a much faster rate than the builders of other races.

**Strip Soul** – A Sanctioned Psyker, by focusing all his inner will, is able to assail and literally tear the soul from a targeted unit. Such power comes with great risk though, and there's a good chance that the Psyker won't be able to contain the energy, and will explode, destroying any squads nearby.

**Strafing Run** – The Imperial Fleet stands by ready to assist when necessary. These skilled fighter pilots perform strafing runs on the targeted location, dropping bombs and inferno missiles, shredding anything in their target.

**Execute** – A Commissar has the ability to execute a member of a squad. This instantly restores nearby units' morale, and makes them fight with redoubled fury for a short period of time.

**Your Aim Will Be True** – Commissars inspire such fear and loyalty that any squad they are attached to will never break morale. They will cause their squad to ignore the minor wounds that would ordinarily shatter their spirit.

### TROOP ABILITIES

**Assassination Scope** – Assassins are able to light up their assassination scopes which allow them to see and fire across incredible distances. They can only use the scope for short periods of time, though, due to the fact that their Exitus Rifles will start to overheat.

**Double time!** – Veteran Sergeants increase the morale of a squad and the vigorous training regimens they enforce increase the health and durability of a squad.

**Frag Grenades** – Kasrkin Squads are equipped with Frag Grenades that can be used to damage enemies as well as throw them off their feet.

**Manned Turrets** – Any squad garrisoned inside of a building can fire at enemies outside by manning the building's weapon turrets.

### VEHICLE ABILITIES

**Earthshaker Round** – Basilisks can fire devastating explosive rounds that can lay waste to entire squads. These rounds are expensive though and require a power and requisition cost each time they are fired.

**Weapon Emplacements** – Any squad garrisoned inside of a Chimera increases the firepower capabilities of the holding unit.

**Un-Capture** – Sentinels have the ability to uncapture a resource point, but cannot capture it.

## BUILDINGS AND TECHNOLOGY

Imperial Guard bases are more than simple, temporary emplacements established to provide for a target for drop-ships and drop pods to land. When the Imperial Guard establishes a base, no matter how close it is to the front lines, they do so with the intention of staying and winning the battle. With this in mind, Guard buildings are stronger, and are capable of having squads garrisoned inside of them. The Guard also advances their available technology by building add-ons to their existing structures.

### STRONG DEFENSIVE STRUCTURES

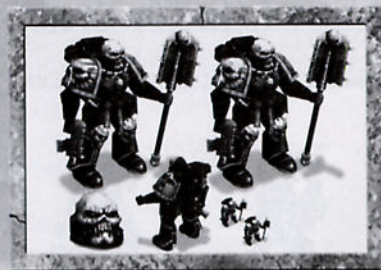
Rockcrete is the most prevalent feature of Imperial Guard bases. Easy and cheap to lay, yet strong against enemy fire, the guard lay a lot of Rockcrete when building a base. Buildings are also covered with fire slits to allow Guardsmen garrisoned inside to fire out.

### JOINED BY TUNNELS

Nearly all Imperial Guard structures are linked below ground with trenches. Guardsmen can use these underground tunnels to easily and safely traverse from one side of their base to another, and provide defenses across the base with ease.

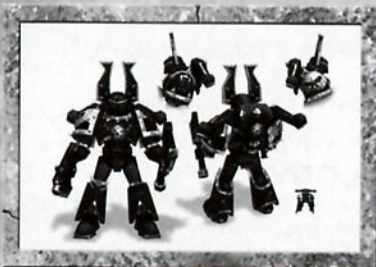
## NEW SPACE MARINE UNIT – CHAPLAIN

The Chaplain, built from the Stronghold, is a new Commander unit for the Space Marines. The Chaplain has a strong ranged attack and greatly increases the regeneration rate of surrounding squads.



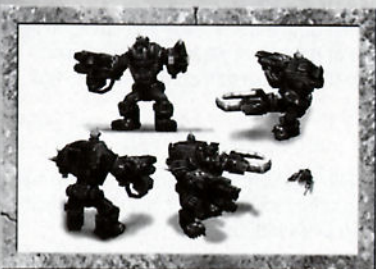


## NEW CHAOS UNIT – KHORNE BERZERKER



Once ordinary Space Marines, Khorne Berzerkers have succumbed to the lust of blood and battle. Built from the Chaos Temple, these units are incredibly strong in close combat. When fully given over to their desires, these squads become even more powerful.

## NEW ORK UNIT – MEGA ARMoured NOBZ



Just like Nobz, only with Heavy Armour, these are the ultimate evolution of the Ork killing machines. Built from the Settlement and standing on two legs, these units are far more powerful than ordinary Nobz. They are able to shrug off almost all enemy firepower as they lumber into close combat and shred any who come near them.

## NEW ELДАР UNIT – FIRE DRAGON



The incarnation of destruction and devastation, the Fire Dragons are experts at close ranged fighting. Their Fusion Guns, though short ranged, are devastating against vehicles and buildings. Fire Dragons are built from the Aspect Portal and compliment many Eldar strategies.

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